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19. (amended) [A human] An interface device for enabling a user to spatially navigate a displayed graphical menu with a displayed graphical pointer, the graphical menu having a plurality of menu elements, and for enabling said user to more easily select a menu element from said graphical menu by providing tactile feedback to said user when said graphical pointer is moved from one menu element to the next menu element in said graphical menu, [manual interactions with application software running on a host computer, said software providing images displayed on a computer display,] said interface device comprising:

(a) a handle to be manipulated manually by a user in at least two degrees of freedom;

(b) [at least one] an actuator [coupled to said handle] generating tactile sensations to be felt by said user;

[(c) a support mechanism which supports said handle while allowing a plurality of degrees of freedom of said handle with respect to an origin; ]

[(d)c) a sensor that produces a locative signal responsive to and corresponding with the [position] motion of said handle in said at least two degrees of freedom; [and]

(d) a button that produces a status signal in response to being pressed by said user; and

(e) [a] an embedded microprocessor local to said interface device [separate from said host computer and coupled to said host computer by a communication bus, said microprocessor also] and coupled to said sensor, to said button, and to said actuator, said microprocessor performing:

sending handle movement data and button data to a host computer over a communication bus such that said host computer can update displayed pointer locations with respect to said displayed graphical menu,

receiving desired force values from said host computer, said desired force values correlated with particular pointer locations displayed by said host computer, and

controlling said actuator in accordance with said received desired force values so as to provide said tactile sensations to said user that are correlated with the location of said displayed graphical pointer displayed within said graphical menu.

[said microprocessor receiving said locative signal from said sensor and sending a representation thereof over said communication bus to said host computer, said microprocessor calculating, locally to said interface device, forces to be applied by said actuator upon said handle in parallel with said application software running on said host computer, said locally-calculated forces corresponding to the interactions of graphical objects displayed by said host computer.]

20. (amended) [A] An interface device as recited in claim 19 wherein [said microprocessor receives force information from the host computer] said actuator imparts said tactile sensations upon said handle along a z-axis orthogonal to said at least two degrees of freedom.

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21. (amended) [A] An interface device as recited in claim 19 wherein said handle is physically coupled to a support mechanism that is grounded and allows linear displacement between said handle and [said] an origin.

22. (amended) [A] An interface device as recited in claim 19 wherein said sensor is an optical sensor [system] that includes an emitter and a detector [a light source that moves relative to a detector when said handle is moved, said light source projecting light upon said detector].

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23. (amended) [A] An interface device as recited in claim 22 wherein said [sensor is an optical sensor system that includes a light source that] emitter moves when said handle is moved, projecting light upon [a] said detector [that is fixed with respect to said origin].

24. (amended) [A] An interface device as recited in claim 23 wherein said detector detects motion of said light source in two mutually perpendicular directions.

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Please cancel claims 25 and 26 without prejudice.

27. (amended) [A] An interface device as recited in claim 19 [wherein said] further comprising a memory [also] that stores values that are representative of the locations of images displayed by said host computer.

28. (amended) [A] An interface device as recited in claim 27 wherein said locations include the locations of icons displayed by said host computer.

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29. (amended) [A] An interface device as recited in claim 19 wherein said handle is a joystick.

30. (amended) [A] An interface device as recited in claim 19 wherein said handle is a mouse.

31. (amended) [A] An interface device as recited in claim 19 wherein said microprocessor receives display information from said host computer over said communication bus.

32. (amended) [A] An interface device as recited in claim 19 wherein said [forces] tactile sensations include a viscous drag force.

33. (amended) [A] An interface device as recited in claim 19 wherein said [forces] tactile sensations include an attractive force.

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34. (amended) [A] An interface device as recited in claim 33 wherein said attractive force is used to assist a user in positioning [a] said displayed [cursor] pointer into [a displayed icon] said graphical menu.

Please cancel claims 35 and 36 without prejudice.

37. (amended) [A] An interface device as recited in claim 19 wherein said at least one actuator is a flat coil actuator.

38. (amended) [A] An interface device as recited in claim 37 wherein the magnet associated with said at least one flat coil actuator is fixed with respect to said origin and wherein the coil moves with respect to said origin.

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39. (amended) [A] An interface device as recited in claim 19 wherein said microprocessor receives code over a communication bus from a host computer and executes said code, said communication bus including a serial interface bus.

40. (amended) [A] An interface device as recited in claim 19 wherein said handle is moveable in a planar, two degree of freedom workspace.

41. (amended) A device for use in conjunction with a host computer including a computer display, said host computer displaying a graphical environment including a displayed graphical pointer controlled by said user, said device comprising:

a handle to be manipulated manually by a user in at least two degrees of freedom;

[a support mechanism coupled to and supporting said handle while allowing motion of said handle in a plurality of degrees of freedom;]

an actuator to generate a tactile sensation to be felt by said user;

a sensor [coupled to at least one of said handle and said support mechanism and] that produces a locative signal responsive to and corresponding with a position or motion of said handle in said at least two degrees of freedom;

a button that produces a status signal in response to being pressed by said user; and

an embedded microcontroller [within a housing of] local to said device and coupled to said sensor and said actuator and said button, said microcontroller performing the following:  
[such that said microcontroller can read said locative signal from said sensor, said microcontroller running a program contained, at least in part, in memory coupled to said microcontroller,]

sending handle movement data and button data to a host computer over a communication bus such that said host computer can update a displayed pointer location in said displayed graphical environment.

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receiving a force value from said host computer, said force value correlated with said updated displayed pointer location, and

controlling said actuator in accordance with said received force value so as to provide said tactile sensation to said user that is correlated with the location of said displayed graphical pointer displayed within said displayed graphical environment.

[said microcontroller providing information for use by said host computer running an application program which can provide images on said computer display, said application program providing force information which can be communicated to said microcontroller over a communication bus, wherein said program running on the microcontroller and said application program running on the host computer are running in parallel; and]

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[an actuator coupled to and controlled at least in part by said microcontroller for providing force sensations to said user which correspond with said images displayed on said computer display.]

42. (amended) A device as recited in claim 41 wherein said microcontroller runs a program contained, at least in part, in memory coupled to said microcontroller, and wherein said memory also stores location information which corresponds with image data from a computer display coupled to said host computer.

43. A device as recited in claim 42 wherein said location information includes information relating to the location of an icon on said graphical display.

44. A device as recited in claim 42 wherein said location information includes information relating to the location of a window on said graphical display.

45. A device as recited in claim 42 wherein said location information includes information relating to the location of a graphical button on said graphical display.

46. A device as recited in claim 42 wherein said images include a cursor interacting with another object displayed on said computer display.

47. A device as recited in claim 46 wherein said cursor interacts with an icon image displayed on said computer display.

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48. (amended) A device as recited in claim [42] 41 wherein [said handle is capable of moving in only two degrees of freedom] said actuator imparts said tactile sensation upon said handle along a z-axis orthogonal to said at least two degrees of freedom.

49. (amended) A device as recited in claim 48 wherein said at least two degrees of freedom are planar, linear degrees of freedom.

[Please cancel claim 50 without prejudice.]

51. (amended) A [force feedback mouse] device as recited in claim [50] 41 wherein said microprocessor calculates force feedback forces based on commands received from said host computer.

52. (amended) A [force feedback mouse] device as recited in claim [50] 41 wherein said handle is moveable in a plane [with respect to said origin].

53. (amended) A [force feedback mouse] device as recited in claim 52 wherein said handle is also moveable along a z-axis that is approximately perpendicular to said plane.

54. (amended) A [force feedback mouse] device as recited in claim 53 wherein said [force] tactile sensation is applied along said z-axis.

55. (amended) A [force feedback mouse] device as recited in claim [50] 41 wherein said [forces are] tactile sensation is applied to correspond with [a] said displayed [cursor] pointer interacting with a displayed graphical menu to enable said user to more easily select a menu item from said displayed graphical menu by providing tactile feedback to said user when said displayed graphical pointer is moved from one menu item to a next menu item in said graphical menu.

56. (amended) A [force feedback mouse] device as recited in claim [50] 41 wherein said [forces are] tactile sensation is applied to correspond with [a] said displayed [cursor] pointer interacting with a displayed button.

57. (amended) A [force feedback mouse] device as recited in claim [50] 41 wherein said [forces are] tactile sensation is applied to correspond with [a] said displayed [cursor] pointer interacting with a displayed window.

58. (amended) A [force feedback mouse] device as recited in claim [50] 41 wherein said [forces are] tactile sensation is applied to correspond with [a] said displayed [cursor] pointer interacting with a displayed icon.

59. (amended) An interface device for use with a host computer displaying a graphical application on a display device, said host computer displaying, executing, and updating graphical

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objects in a graphical environment in response to user manipulation of said interface device and commanding force feedback sensations in response to said user manipulation and in coordination with said graphical objects, said graphical objects including a graphical pointer, the interface device comprising:

a physical object grasped and manipulatable by a user;

at least one actuator coupled to said physical object for receiving a force control signal and imparting [motion] forces along at least one degree of freedom of said physical object and in accordance with said force control signal;

a sensor that detects motion of said physical object along said at least one degree of freedom and outputs signals relating to the position of said physical object;

a user-adjustable switch apparatus providing a state signal representing a state of said switch apparatus; and

a microprocessor local to said interface apparatus, separate from said host computer, and coupled to said host computer, to said sensor, and to said switch apparatus, said microprocessor receiving

[non-real time commands] force values from said host computer, said force values correlated with particular locations of said graphical pointer in said graphical environment displayed by said host computer,

said state signal from said switch apparatus, and

said signals from said sensor,

said microprocessor executing a process in parallel with said host execution of said graphical application and providing said force control signal to said at least one actuator to impart said forces in accordance with said received force values so as to provide tactile sensations to said user that are correlated with the location of said displayed graphical pointer. [and corresponding to control movements made by the user which affect said graphical objects displayed by said display device];

[said actuator thereby applying force feedback sensations to said physical object.]

60. (amended) The interface device claimed in claim 59 wherein [the information sent by said host computer to said microprocessor comprises force information] said graphical objects include a displayed graphical menu, wherein said tactile sensations enable said user to more easily select a menu element from said displayed graphical menu by providing said tactile sensations to said user when said graphical pointer is moved from one menu element to the next menu element in said graphical menu.

[Please cancel claims 61 and 62 without prejudice.]

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63. (amended) A method for controlling a force feedback interface device using a host computer, said interface device manipulated by a user, a display device coupled to said host

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computer displaying a graphical user interface including images and updating said graphical user interface in response to said manipulation of said interface device, said interface device conveying force feedback sensations to said user in response to said manipulations, the method comprising:

sending a position signal to said host computer, said position signal including information representative of the motion or position of a handle of said interface device in a plurality of degrees of freedom [with respect to a surface], said handle being [grasped] physically manipulated by said user, wherein said host computer updates the location of a cursor within said graphical user interface in response to said position signal;

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one receiving [position information] a force value from said host computer [by] with a microprocessor local to said force feedback interface device, said force value correlated with said location of said cursor [said microprocessor executing a local process in parallel with said graphical user interface executed by said host computer, said local process calculating force feedback forces with respect to said position information; and]

[outputting a signal from said microprocessor to] controlling one or more actuators in accordance with said received force value to provide a tactile sensation to said user that is correlated with said location of said cursor in said graphical user interface [, said signal controlling the direction and magnitude of a force to be applied by said one or more actuators on said handle grasped by said user].

64. A method as recited in claim 63 wherein a sensor signal is input to said microprocessor, said microprocessor calculating said position signal based on said sensor signal, said microprocessor sending said position signal to said host computer.

65. A method as recited in claim 63 wherein said handle includes a joystick that can be moved by said user in two degrees of freedom.

66. A method as recited in claim 64 wherein said graphical user interface provides graphical objects for interfacing with an application program running on said host computer, said graphical objects including an icon, a window, and a menu.

67. (amended) A method for providing force feedback to a user of a force feedback interface device and of a graphical user interface displayed by a host computer, comprising:

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receiving on a microprocessor local to said interface device a locative signal representing a position or motion of a handle in one or more degrees of freedom, said locative signal being used to determine a location of a user-controlled cursor within a graphical user interface displayed on a display device coupled to said host computer, said cursor being controlled by said user by manipulating said handle of said interface device;

associating elements in said graphical user interface with forces affecting said handle based on said location of said user-controlled cursor with respect to said elements;

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receiving on said microprocessor from said host computer the location of at least one element displayed by said display device in said graphical user interface and storing said location in memory local to said microprocessor; and

providing a signal to one or more actuators to apply a force on said handle in at least one of said degrees [degree] of freedom of said handle to impede or direct motion of said handle in said at least one of said degrees [degree] of freedom, said force being applied when said cursor interacts with at least one element in said graphical user interface.

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68. A method as recited in claim 67 wherein said element is an icon, and wherein said force is an attractive force that assists said user in positioning said cursor on said icon.

69. A method as recited in claim 67 wherein said element is an icon, and wherein said force is an impeding force which impedes said user from moving said cursor off of said icon.

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70. (amended) A method as recited in claim [68] 67 wherein said element is a vertical menu including a plurality of menu items.

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71. A method for providing force feedback to a user interacting with a graphical user interface environment of a computer system, the method comprising:

receiving an indication of movement of a physical object that is manipulated by a user, said physical object being included in a human interface device that outputs said indication to said computer system;

moving a cursor within a graphical user interface, said movement based on said indication of movement of said physical object, wherein said cursor and said graphical user interface are displayed on a display screen coupled to said computer system; and

using an actuator to apply a force in a degree of freedom of motion of said physical object, wherein said force is associated with said interaction of said cursor with said graphical user interface, said force being applied when said cursor is positioned within a preselected distance of a graphical object displayed in said graphical user interface.

72. A method as recited in claim 71 wherein said graphical object is an icon and wherein a force applied to said physical object is an attractive force that draws the cursor towards said icon when said cursor is substantially adjacent to said icon.



73. A method as recited in claim 71 wherein said force is applied to said physical object to resist overshoot of said cursor when the user selects said graphical object.

74. A method as recited in claim 71 wherein said force includes a viscous drag force that is applied when said graphical object is moved.

75. A method as recited in claim 74 wherein said graphical object being moved is the thumb of a scroll bar.

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76. (amended) A human-computer interface device for controlling a graphical cursor displayed by a host computer and for providing tactile feedback to a user in accordance with displayed interactions between said cursor and other graphical objects displayed by said host computer, said interface device comprising:

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a physical object to be moved by a user in two planar degrees of freedom;

one or more sensors that produce a locative signal responsive to and indicative of the position of said physical object in said two planar degrees of freedom;

[an] a z-axis actuator that applies force to the user's hand only along a [tactile] z-axis degree of freedom when current is flowed through a portion of said actuator, said [tactile] z-axis degree of freedom being different from and substantially perpendicular to said two planar degrees of freedom; and

a microprocessor separate from and in communication with said host computer, said microprocessor coupled to said sensor and to said actuator, wherein said microprocessor receives force information from said host computer and controls current through said portion of said actuator in accordance with said force information.

77. (amended) An interface device as recited in claim 76 wherein said two planar degrees of freedom are x and y axes parallel to a flat surface on which said interface device rests and said [tactile] z-axis degree of freedom is [a z axis] substantially perpendicular to said x and y axes.

Conf 78. (amended) An interface device as recited in claim [77] 76 wherein said interface device is a mouse device and wherein said physical [handle] object is a mouse.

79. An interface device as recited in claim 76 wherein said actuator includes a wire coil through which said current is flowed.

80. An interface device as recited in claim 79 wherein said actuator includes a magnet core.

81. An interface device as recited in claim 80 wherein said magnet core is an E-core.

82. An interface device as recited in claim 76 wherein said sensor is an optical sensor.

83. An interface device as recited in claim 82 wherein said sensor is an encoder.

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84. An interface device as recited in claim 80 further comprising a permanent spring coupled between said handle and said actuator.

85. An interface device as recited in claim 76 wherein said actuator is controlled to indicate when the cursor displayed on the host computer is moved from one displayed menu element to another displayed menu element.

86. An interface device as recited in claim 76 wherein said actuator is controlled to indicate when the cursor displayed on the host computer crosses a window boundary.

87. An interface device as recited in claim 76 wherein said actuator is controlled to apply said pressure to said user's hand to indicate when the cursor displayed on the host computer is positioned over a graphical element.

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88. (amended) An interface device as recited in claim [77] 76 wherein said actuator includes a portion that is moveable by said user along a z-axis to provide z-axis control to said host computer.

89. An interface device as recited in claim 76 wherein said microprocessor receives host commands from said host computer and controls current through said portion of said actuator in accordance with at least one of said host commands.

90. An interface device as recited in claim 76 wherein said microprocessor receives host commands from said host computer and calculates forces to be applied to said user.

91. An interface device as recited in claim 90 further comprising memory local to said microprocessor for storing values that are representative of the locations of images displayed by said host computer.

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92. (amended) An interface device as recited in claim 76 wherein a physical tactile element is physically coupled to said actuator and is moved to contact and apply pressure to said user's hand.

93. An interface device as recited in claim 92 wherein said physical element applies pressure upon the user's hand by pressing upward on said hand when said current is flowed through said portion of said actuator.

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Please cancel claims 94-104 without prejudice.

105. An interface device for controlling a position of a graphical cursor displayed by a host computer and for providing tactile feedback to a user in accordance with displayed interactions between said cursor and other graphical objects displayed by said host computer, at least one of said graphical objects including a displayed menu having a plurality of menu elements, said interface device comprising:

a physical object to be moved by a user in two planar degrees of freedom;

at least one sensor that produces a locative signal responsive to and indicative of the position of said physical object in said degrees of freedom, said locative signal for use in controlling said cursor displayed by said host computer;

an actuator that applies tactile feedback to the user's hand, said actuator including a magnet and a coil, wherein said actuator is controlled to apply bi-stable tactile feedback to said user that indicates when said cursor moves from one of said menu elements to another one of said menu elements.

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106. An interface device as recited in claim 105 further comprising a local microprocessor separate from and in communication with said host computer, said microprocessor coupled to said sensor and to said actuator, wherein said microprocessor receives force information from said host computer, controls said tactile feedback, and transmits position data to said host computer.

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107. (amended) An interface device as recited in claim 105 wherein said actuator is physically coupled to a physical member that is moved with respect to said physical object to contact and apply pressure to said user's hand.

108. An interface device as recited in claim 106 wherein said actuator is controlled by said local microprocessor to apply said tactile feedback when said cursor displayed on said host computer is moved across a displayed window boundary.